

Herein the sense (tricks) of the Pacman II game is described.

If the ghosts are flashing (by eating a power pill) you can influence the movements of the ghosts by blocking the direction in which the ghost is moving. In this way you can force them to go out of a little labyrinth or force their movement in direction to a poisonous plant in order to kill both.

In general, if you kill a ghost you get 200 points extra. If you have eaten all fruits at the end of a round and if you have catch always all three ghosts with each power pill then you'll get a perfect bonus of 800 points! In some rounds this is easy to do.

In addition: If the yellow 'HICKS' bar is empty, then Pacman has hiccup and moves slower. You do not have to wait until the 'HICKS' bar is filled to prevent this. If Pacman has hiccup, then press and hold the fire button. The color of Pacmans face is changing then because he holds breath to free from hiccup. If his face is light blue then release the fire button. Now the 'HICKS'-bar is full again and Pacman moves fast again without hiccup. During the time when Pacman holds his breath he can't move! If Pacman is in danger (jagger or the ghosts are coming too close) then you have to interrupt this (release fire button). Move Pacman to another (safe) place and holding breath again. Attention: If Pacman stop breathing too long, he will die.

Another trick is: Pacman can hide itself! The ghosts and jagger (and the little ball from level 5-6) are moving most time in one direction. They change their direction seldom. So Pacman can move to a position which is not in the straightforward direction in which the ghost, jagger or ball is just moving to. In this way you've good chances that Pacman is not captured and killed, but this is surely not guaranteed.

#### How to play sophisticated rounds:

For example in Round 34 at the beginning you have to eat one power pill and then kill all three ghosts by pushing them into the poisonous plant; the first one to the top, then one to the left and one to the right. After a specific time the ghosts will awake! Before they awake they will be flashing. Then immediately eat the next power pill and push them again into the poisonous plants – at first the ghost at the top, then left one and then right one. In this way you will not lose any life because the ghosts eat all plants.

How to play round 34 is shown here

<https://www.youtube.com/watch?v=vDRiZOPeZ1o> (at 38:54)

In round 27 (Jagger vs. Pacman) you have to move Pacman in front of Jagger (the shooting machine). He will try to shoot you. Then you have to dodge. You have to animate Jagger to shoot at the poisonous plants. If they are hit then they wither and you will not lose lifes by eating the plants yourself.

Good luck!